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Subject: I've been using FindFile wrong all these years  
Posted by [cbpporter](#) on Thu, 25 Jan 2018 10:46:05 GMT  
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While porting my applications to Linux I noticed a very strange bug: some files were missing when iterating over folders. After some investigation, it turns out that I've been using FindFile wrong since forever.

I kept writing loops like this:

```
FindFile ff("");  
while (ff.Next())  
    DUMP(ff.GetPath());
```

This is wrong since it jumps over the first file in the folder. On Windows this is not an issue since the first file is always "." or "..", but under Linux I was missing real important files.

The correct way to write the loop is:

```
FindFile ff("");  
while (ff) {  
    DUMP(ff.GetPath());  
    ff.Next();  
}
```

Now I need to search for FindFile in all projects ever :).

Such a silly problem...

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Subject: Re: I've been using FindFile wrong all these years  
Posted by [dolik.rce](#) on Thu, 25 Jan 2018 11:58:11 GMT  
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Hi cbpporter,

I guess it is designed this way on purpose, so you can write it using for cycle. It usually seems slightly nicer and requires less lines of code :)

```
for(FindFile ff(""); ff; ff.Next()) {  
    DUMP(ff.GetPath());  
}
```

Best regards,

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Subject: Re: I've been using FindFile wrong all these years

Posted by [cbpporter](#) on Thu, 25 Jan 2018 12:10:55 GMT

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Thanks for the information! Might use a for from now on.

As I said, it is a silly mistake which, now that I fixed it across all the projects, turns out it didn't crop up only about 6-7 times. Enough to ruin some features...

Now that I'm aware of it, I won't make it again.

Anyway, I rewrote some of those loops to add the folders into a folder vector and files into a file vector, sort them both and then traverse the vectors. It makes my applications more well behaved on all platforms, since on Linux you get files and folder in random orders.

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